

GERMINATOR

INSTRUCTION MANUAL



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and**
 - (2) this device must accept any interference received,
including interference that may cause undesired operation**
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.**

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

INTRODUCTION

You there! You look like you have a strong immune system. Do you want to learn how to pop germs?

Well, too bad, because I'm about to teach you anyway.

Welcome to the Junior Germinator Corps, kid!



MENU CONTROLS

Whoa there! You're not ready for battle yet. Let me help you find your way around. Use these controls to navigate through the various menus.

Not every mode is available from the get-go. Only the best of the best get to play the rest!



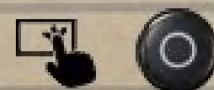
NAVIGATE MENU



CONFIRM MENU SELECTION



CANCEL SELECTION



IN-GAME CONTROLS

Listen up!

To pop germs like a pro, you need to over-inflate them. Shoot same-colored germs together until they explode; any gummies touching them will be destroyed!

Use these controls to eradicate those dirty pathogens.



IN-GAME CONTROLS

For the Junior Germinators who don't want to use buttons, there are also touchscreen controls for gameplay.

Tap in the arena to fire, holding your finger to adjust aim. To activate a special, hold your finger on the germ in the gun, then drag into the arena to unleash the carnage!



GUMMY

These nasty little
germs are the enemy kid!

Your goal is to destroy all the gummies,
but for complete victory, leave nothing
in your wake! The longer this task takes
you, the farther these germs will move
up the screen. Don't let them reach
the top or else it's game over.



GUMMY

(GUMMIVUS SINISTEROUS)



SPECIAL GUMMY

Gummies are a pain, but sometimes a special gummy will appear and give you a helping hand. Pop it, and watch as every gummy in the same chain goes with it! The more germs you pop at once, the higher you score, which means more stars for you.



SPECIAL METER

You can fill up your special meter with chain merges and chain pops.

When it maxes out, you'll be able to supercharge a germ with a special ability by pressing either **L** or **R** !
Popping this will unleash a massive amount of destruction and can even change the tide of battle!



RED GERM

These red germs are primed and ready to blow!

Pump one up with a special and it will blow a huge hole in any germs that are too close by.



COMBUSTITHERMIA

(MACROSCOPUS FURRIOSUS)



BLUE GERM

Blue germs are always
ravenously hungry!

Hit one with a special and it'll
absorb any germ that it touches,
expanding to a freakishly huge
size before bursting.



OMNIPHAGIA
(VORACIOUS NUMEROUS)



GREEN GERM

Green germs are constantly at war with one another.

Power up one of their specials and it will go crazy, destroying any green germs in sight!



FRATRICIDIA (IMPETOUS MALACHUS)



YELLOW GERM

Calling the yellow germs a bit unstable would be an understatement.

Popping one with a special will scare it so much that it will vaporize any germs to its left and right!



PANPHOBIA (ANOMALOUS PETRIFICUS)



PURPLE GERM

Manically unpredictable and overly cheerful, purples will use their special to cut through anything in their path until they are joined with another purple!



JUBILANCE SYNDROME (FELIX PREPOSTEROUS)



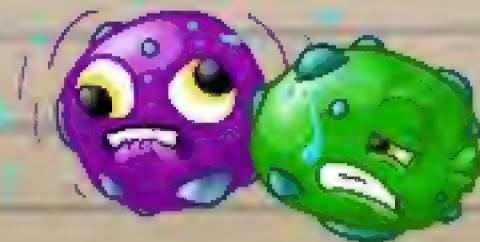
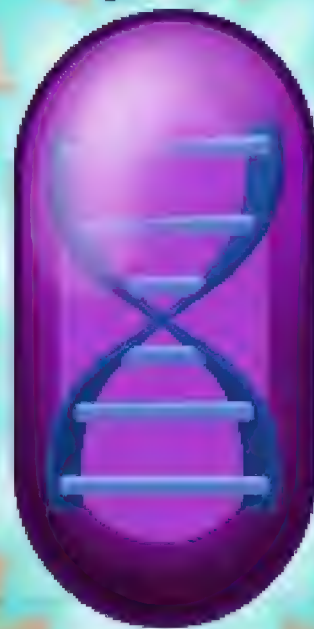
CAPSULE

These pills contain a huge amount of antibodies and if disturbed, will violently respond!

When they detonate, they will take out any germs around them.



CAPSULE (INNOCULOUS PLACEBUS)



DEFLECTOR

Deflectors have a bad habit of getting in the way.

If a germ is fired into one, it will be blasted in the opposite direction!



MEMBRANE

These membranes
are the stickiest around.

Any germs that touch them
will be unable to escape
until they get popped
or destroyed!



MEMBRANE (DISGUSTINGUS INTHEWAYUS)



SPIKE

Spikes generally keep to themselves, but if a germ gets too close, they will puff out their pokers and pop it on sight!



"SPIKE"
(PUNKUS PRICKILAE)



PUZZLE MODE

Those germs in the hopper are all you've got at your disposal.

Make every shot count to get rid of the gummies, but if you run out of ammo, it's all over!



ARCADE MODE

It's an outbreak!

Waves and waves of germs will keep coming and it's your job to repel them as long as you possibly can. Once they hit the top of the screen though, you're done!



PANDEMIC MODE

In Pandemic Mode, your gun is supercharged so that every germ you fire is a special!

Now let's see what kind of damage you can do!



DUEL MODE

Time to spar!

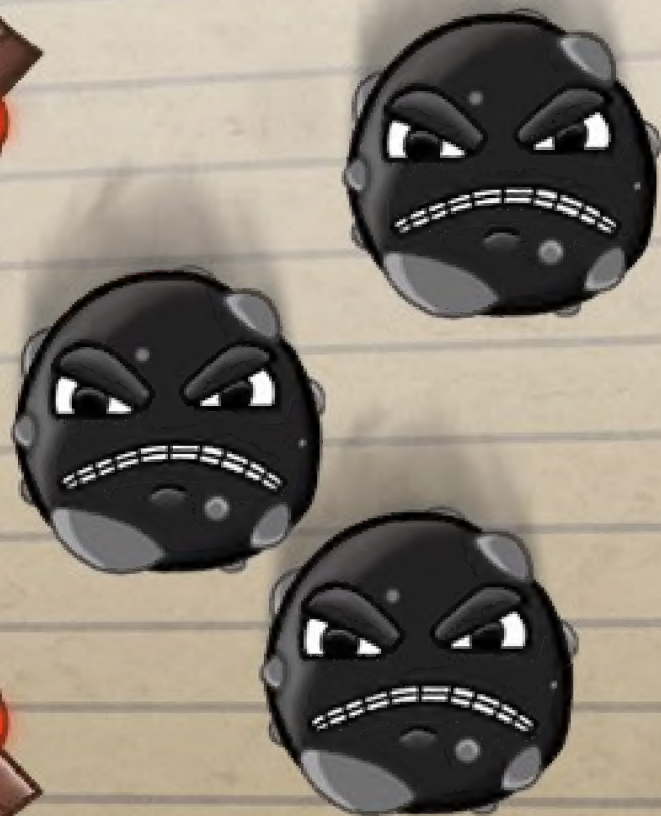
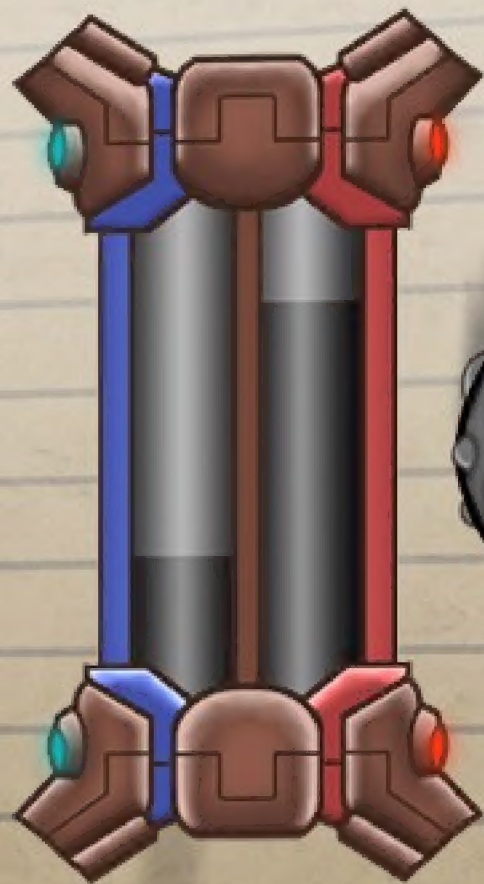
In Battle Mode, clear the gummies from your side or force the enemy to lose. The Endless Duel Modes end once the germs reach the top of the enemy's arena. Win the most rounds to claim victory!



GUMMY METER

After each pop , the opponent's Gummy Meter fills based on the number of pops in the active combo. At the peak, gummies rain down on your opponent.

Try to get large combos to cause more havoc!



CREDITS

Lead Designer &
Tech Director

Jason Benham

Producer

Greg Sheppard

Engineers

Robin Johnson

TJ Loughlin

Adam Pastorello

Art Director

Morgan Ogburn

Artists

Alex Levy

Otto Metzger

Brendan Toupin

Riley Brown

Ivan Alaykov

CEO

Vladimir Starzhevsky

VP Marketing

Scott Hyman

Music and Audio

Kevin Hammer

Designers

Keith Carpentier

Ryan LaPlume

Aleksey Rehlov

Miles Benjamin

Sean Beck

Special Thanks

Robert Beecher

FMOD Sound System, copyright ©
Firelight Technologies Pty, Ltd., 1994-2012

Software licensed for play on PlayStation®Vita systems in the Americas.

**Use of the PlayStation®Network is subject to applicable user
agreements and privacy policies found at:**

www.us.playstation.com/support/useragreements.

The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.

